# Delivery: VTT Hinted Amstelvar Roman

https://github.com/TypeNetwork/Amstelvar/tree/master/sources/VTTHintingSource

*Project Details*
*September 2020*

*Mike Duggan* *michaeldug@gmail.com*

# Amstelvar Roman Hinting details

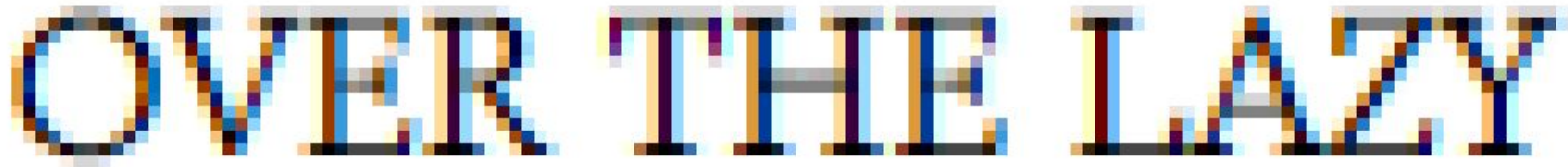**\*Autohinting checked and fine tuned for all glyphs**

Control Value Table Heights, set for all glyphs, *ensuring consistent height display on screen*
*Cvt Variation table edits where variations in heights exist in outlines.*
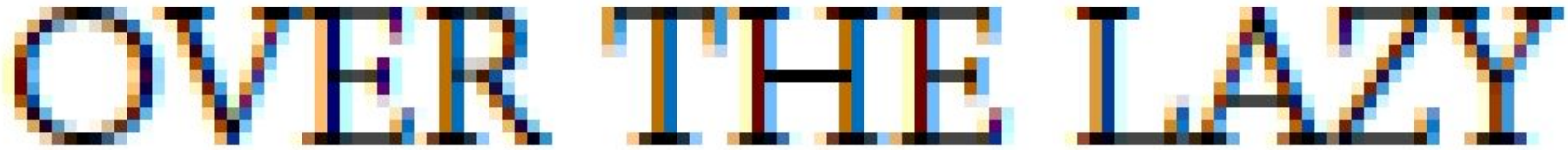
- Removed extraneous hinting code (Shift and interpolate code)
- Corrected Autohinter output to ensure efficient code
- All composites have correct y-positioning code. (all accents made to be at least 1 pixel clear of base glyphs)
- **Custom code written for all composites to ensure correct heights for variations.**
- Hinting follows an open philosophy, keeping glyph display open clear and readable from 9ppem > (no clashing of elements at small sizes (i j dots clear, all accents clear and readable. all main accents hinted to be at least 2 pixels in height)
- GASP table set to use Hinting and smoothing at 9ppem and greater
- All tables compiled and saved with no errors or warnings reported in VTT.
- MAXP compiled and saved / Proofed all variations in VTT / Waterfall Proofs (Run through Variations) range of sizes from 9-32ppem / Character Set Proof (Run through Variations) range of sizes from 9-32ppem / Proofed as above with VTT set to Higher Resolution

*\*Working set of hints, ready to be merged into final Variable font design.*

# Blur Reduction



**Top** Un-hinted Amstelvar Variable font, **Example size, 14px,** Horizontals appear blurry, when scaled and rendered on-screen



**Bottom:** VTT Hinting Amstelvar Variable font
**Example size, 14px** Hinted key alignment strokes to align to grid, resulting in clear readable text on-screen.

Horizontals and alignment zones are kept sharp.

# Glyphs kept open

VTT Hinting fine control

**No Hinting** Amstelvar Bold Variation

Dots clashing on lowercase i in Bold

**VTT Hinting** Amstelvar Roman

Space maintained between base glyph for all weights.

Example: 9ppem to 23ppem

# Accent Hinting
## VTT Hinting fine control

Example: 11 point @ 96dpi.

**No Hinting** Amstelvar Roman

Blurry Horizontal strokes, clashing accents and poor accent display

**VTT Hinting** Amstelvar Roman

Fine control for important details. Accents are made to be readable and clear at all sizes.

Accents hinted once, to be a minimum of two pixels in height for all variations,

Maintain minimum distance between base glyphs and accents ensuring readable text across all variations